

Waste Management Disclosure 2021

Viaplay Group aims to be the most sustainable, diverse, and inclusive entertainment provider globally. We aim to minimise our impact on the climate and environment.

We aim to reduce waste from our operations and promote reusing and recycling of all items and materials.

In 2021, we increased waste management data coverage of our operations by 70%. This increase in scope explains the large year to year increase in total waste generated figures. Our reporting now covers 90% of all operations.

Composition of generated waste & associated GHG emissions (kg CO₂-eq)

Electronic waste	1.0%	0
Glass	2.4%	84
Household waste	0.6%	21
Lightbulbs	0%	0
Construction waste	0.6%	1
Mixed metals	0.5%	63
Mixed paper	62%	4,374
Mixed plastics	3.4%	122
Mixed recycling	4.5%	157
Office paper	16.4%	601
Organic waste	2.3%	125
PET (plastic)	0.1%	0

Disposal method & associated GHG emissions (kg CO₂-eq)

Recycling	90%	3,153
Landfill	1.6%	2,354
Incineration	5.6%	197
Other	1.1%	38
Composting	1.7%	27

Waste management summary

	2021	2020
Total waste generated in operations (kg)	164,726	91,167
Amount waste generated per employee (kg)	115	53
Total waste related GHG Emissions (kgCO ₂ -eq)	9,601	2,100
Waste related GHG emissions per employee (kgCO ₂ -eq)	6	1.2

E-waste

Viaplay Group aims to minimise e-waste, we actively work to reuse electronics in our operations.

When we are unable to reuse items, we work with business partners whereby the items are refurbished and recycled.

E-waste summary 2021: Sweden

Waste amount	321 units
Avoided GHG Emissions	-14 769 kgCO ₂ -eq